

Lesson 4 – Asking questions

Play 20 questions at the start. Use any object you want but an example would be a pterodactyl

- If students guess it early have someone else select something and play another round
- Play as many rounds as you need to have a lot of questions asked.

Using the examples of questions students asked for the game, discuss the following:

- What is the purpose of questions?
- What is a good question?
- When is a good time to ask a question?
- Where is the place to ask questions?
- Who should ask questions?
- How do you ask questions?
- Why ask a question?

Thick and Thin Question - Ask students to ponder what these might mean

Thin (Who, when, what, where)

Thick (How, why)

- Which questions is better?
- Are there times when one is more appropriate than the other?

Is there such a thing as a dumb question?

Discussion question

How do you ask really good questions?